

Just a few extra notes in addition to the Help in the program (it's in the About Menu...):

I've included Maps of the game Legend of Kyrandia™ (the CD-ROM version. What a fun game!) and Maps of the shareware game Prince of Destruction™ (v1.0.7 - Also very enjoyable!) that I made as I played to give you an idea of one way to use the program. It could be used as a walk-thru, although I was using Game Atlas© to help me play the game. Maps for the game part of Bungie's awesome game, Marathon2, are also available.

I've also included a Custom Palette Template that could be used as a starting point for divising your own Custom Palettes. It's similar to the default one that's built into the application. Abuse it as you wish.

Known bugs:

12/29/95 Autoscrolling while dragging an outline inside and outside a window sometimes results in cosmetic aftershadows. No information is compromised, it's simply ugly.

I know Icon interpretation is a bit like art, different people see different things in the same work of art, so here's a quickie on what the icons I used represent (to me! (explanations are listed left to right, top to bottom)):

(Tools Palette)

Cursor Tool: Select areas so you can manipulate them (edit/move, etc.).

Paint Tool: Paint areas with a click of the mouse using current palette selection.

Add Top Tool: Give me more map to work with to the top (scroll existing things down).

Add Bottom Tool: Give me more map to work with to the bottom.

Delete Row Tool: Delete the row I click on.

Delete Column Tool: Delete the column I click on.

Add Left Tool: Give me more map to work with to the left (scroll existing things to the right).

Add Right Tool: Give me more map to work with to the right.

(Overlays Palette)

These can be superimposed on any location image that has been painted.

Top Door

Right Door

Up Ladder/Stairs

Down Ladder/Stairs

Left Door

Bottom Door

Trap

Encounter/Treasure

(Dungeon Palette)

Solid rock

Open floor

Tunnel

Tunnel

Dark area

Enclosed room

Widened Tunnel or room

Widened Tunnel or room

Tunnel turns and forks (x4)

Tunnel turns and forks (x4)

Room Border Pieces, i.e. walls and corners (x4)

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Tunnel turns (x4)

Tunnel turns (x4)

Tunnel Filler Pieces, Tunnels (x4)

Tunnel Filler Pieces, Crossroads (x4)

Fountain

Altar

Throne

Skeleton chained to wall

(Wilderness Palette)

Rolling Hills

Foothills

Mountains

Mountains with Cave

Grass

Plains/Dirt

Desert

Swamp

Forest Trails/Forest (x4)

Forest Trails (x4)

Forest Trails (x4)

Water

Beach
Village
City

(Default Custom Palette)

Sword
Chest
Open Floor of Building
Small room in Building

Building Walls and Corners (x4)

Building Walls and Corners (x4)

Please distribute this anywhere and everywhere you like, but as is! Please do not change the package before passing it on! Distribute Custom Palettes and Game Atlas Maps as you wish, but separate from this product.

- John R Morgan Jr